

By Rebornanon. V1.20

Welcome to the world of Hitman Reborn, where mafioso have superpowers and the military does nothing. This world has many opportunities and powers to show for, if you have the willpower to take them for yourself.

Here's a little something for you. +1000cp

Your age is **1d8+13**

Origins:

- **Drop-In**: The classic, you come in with what you buy and no identity.
- **Hitman:** Whether you're the boss's right hand man, or just a well known hired gun you have a great reputation in the family as a "problem solver". You start in this world midway through an assignment to "deal with" someone in Japan who's been harassing your boss.
- **Boss:** You were never the type to serve under others, and instead chose the route of creating your own family. As of now you're having a little bit of trouble keeping your operations afloat, and came to the east to recruit a certain person's services to help.
- **Combat Unit:** With an almost sadistic drive to fight and the skills to match it up, you were hand picked by your boss to be a part of the family's elite fighting force. While you're otherwise uninvolved with family politics, it is your duty to be the arm of your family's will, to carry out the will of your boss. Though some have their own agenda in mind. Of course, right now your boss gifted you with a vacation with your unit in Japan so you can take it easy.

Locations: Roll 1d8 to determine your starting location, or pay 100cp to choose

- **(1-2) Namimori:** A small town in Japan that will be home to the 10th generation Vongola boss in the future. Peaceful for now, but the future has other plans for it.
- **(3-4) Kokyou Land:** A run down theme park located somewhere outside of Namimori. While nobody comes here anymore there has been a rumor growing of gang activity.
- **(5-6) Simon Island:** Home to the remains of the Simon Family, this island is essentially nonexistent to the rest of Japan.
- **(7-8) Mafia Land:** An island theme park for gangsters, this place is supposedly one of the best in the world. While it may be fun, don't forget that it is still run by the mob.

Perks:

Hitman Origin gains an additional 300cp for use on this section

Drop-In

- 100cp **Unassuming:** You aren't much of a threat, and your enemies can tell. Unless you're brandishing your power, people won't see you as a potential target to fight. Of course, if you're blatantly showing your powers this couldn't protect you.
- 200cp **Poison Cooking:** Either you never learned how to cook or you had a sadistic teacher, either way your cooking is terrible. Your cooking is bad enough that you can turn otherwise delicious ingredients into toxins, and are also are much more to poisons.
- 400cp **Lighting Rod:** One of the only things that Lambo does right, your body acts as an conductor to electrical current. This goes to the point where an electrical grid's worth of power could go right through you, leaving you (other than some intense pain) unharmed.
- 600cp: **The Six Paths:** Whether it was from experimentation you underwent as a child or you really reincarnate, you have gained the powers of the Six Paths. What this does is grant you 6 different powers, each one greatly improving your combat ability.

Hitman

- 100cp **Overwhelming Presence:** You always know how to make an impact, don't you? Your presence calls attention, at will you can activate this perk to make everyone that can see you focus on you for a short period of time. While this doesn't grant more than a few seconds of ceasefire, it could still be used to prevent a conflict before it begins...
- 200cp **Disguise:** Whether it's a pair of elephant glasses or a moustache, your disguises pass better than they rightfully should. A simple clothing item change could fool most people, and as long as you stay in-character for your disguise you will likely be believed as intended for a long time so long as you don't do anything that would go against character.
- 400cp **Combat:** They do call you a Hitman for a reason jumper. You have your own, unreplicatable style of fighting, one that incorporates all of your other powers and skills in a flawless and devastating combination. Also comes with an endearing (or badass) catchphrase.
- 600cp **Katekyo Hitman, REBORN!:** Just like the Sun Arcobaleno, while your means may be uncanny you're still highly regarded as the world's best teacher. Any skill or power that you possess that isn't inherent to yourself can be taught to others with astoundingly fast results.

Boss

- 100cp **Trust:** Other than power, the most important thing for a mafia leader to have is the trust of their peers, and while your strength may be up for contest your ability to gain the loyalty of your family sure isn't. Because of this it is much easier to gain the trust of individuals, and people will flock to you more often in a way that puts you in a position of authority over them.
- 200cp **Allegiance:** The one thing that is more damaging to a family other than the loss of a member, is the loss of a member by the hands of your own family. While this perk won't prevent petty squabbles and rivalries between members, it does ensure that these

fights or disagreements will never escalate to the point of disaster. In essence, your allies will never truly betray you.

- 400cp **Vongola Intuition:** Also known as “the power that can see through all” is a trait that has been passed down through the Vongola Family for generations, and now you too have such power! What this does is allow the user to see through almost any illusion, and in addition a general sense of whether someone is trustable from a glance. Someone experienced with this ability could even predict the enemies next moves!
- 600cp **It’s Dying Will Time!:** Everyone has things that they regret. While this perk not only allows the user to enter the Dying Will mode on their own, it also greatly bolsters their own willpower and Dying Will Flames as well.

Combat Unit

- 100cp **Intimidating Presence:** The best way to avoid conflict is being so strong that a fight against you is a death wish. While you might not be that strong, your attitude gives off an aura of badass that makes all but the most resolved enemies think twice about attacking you or your family.
- 200cp **Ambush and Defense:** You’re outnumbered, you’re outgunned, but you’re not outmatched. Even if you and your unit are facing off hundreds of foes, your combat and leadership skills grant you to the ability to outplan your opponents tactics, enabling you and your unit to turn the tides in an otherwise unwinnable battle. Of course, being true to the name this also works in the reverse, assaulting enemies that outclass you.
- 400cp **Schemer:** For years you’ve planned for this moment, all the people you killed, all the sacrifices you’ve made to come this far. Your skill in subterfuge is has reached the point where you could plan (and carry out) a coup to take over your family without alerting any member other than those you’ve personally informed. While someone with extreme cunning could possibly see through your plots, the chances of this are low if you play it smart.
- 600cp **Flames of Wrath:** Since birth (or whenever your boss first found you) you were an oddity, as you could produce an odd flame from your bare hands that resembled nothing that your boss had seen before. This power that you possess grants you with the ability that you can freely combine your flames, and other willpower based abilities together, granting them with new properties that they otherwise wouldn’t have possessed.

Undiscounted

- 100cp **Addio:** An interesting skill developed by a member of the Vongola Family affiliates, Addio is the process of intentionally stopping ones heart, usually to extort others. While doing this for less than 5 minutes will not lead to any permanent damage, keeping this up for more than this is… probably fatal if you need your heart.
- 200cp **Inhuman Strength:** Something that seems to be underrated here, you can survive much greater falls than humanly possible, and spin massive ball and chains as if it were nothing.
- 400cp **Burning Desire:** While almost all flame users ignite their dying will flames with, well willpower, certain individuals can do so with an intense emotion instead. Whether

it’s hate or love, as long as the emotion is strong enough you can use it to light a flame instead of willpower.

- 600cp **Elemental Form:** When Byakuran was creating his own personal guardians he realized that there was no-one he could recruit to be his lightning guardian… except for himself. And just like that abomination that was created by transferring himself through dimensions you have a form composed of your Dying Will Flames that not only increases the power of your Dying Will Flames, but can passively drain others nearby energies as well.

Dying Will Flames

By default, each origin gets to pick one flame for free, though the **Combat Unit** origin gets an additional flame for free, and subsequent flame purchases cost 50cp instead of 100cp (not counting **Night Flames**).

Experienced practitioners of Dying Will Flames can unlock additional properties to the flame, which vary per-type.

Flame-Related Perks:

100cp **Additional Flame Purchase (Does not apply to Night Flames)**

300cp **Night Flames:** An inky black flame, these flames have a myriad of uses, ranging from teleportation and binding, to coating oneself with it to increase your strength. Be advised however, as the only ones who possess these flames are the Vindice, and if someone sees you use them expect serious shit to go down.

300cp **Of Earth and Sky:** Best used if you have purchased multiple flames of the same type, this allows you to gain the flame opposite of the one(s) you have purchased.

500cp **Hothead:** A-are you sure you want this? Fine, whatever. Purchasing this grants you with all flames listed below.

Sky: While it is an otherwise benign flame, it can bring “harmony” to objects burned by it, and assimilate other flames as well.	**Earth:** Control gravity to a limited extent around the user.
Storm: These flames can be used to disintegrate inorganic matter.	**Swamp:** These flames can be used to rot organic matter.
Mist: Representing deception, these flames can be used to create realistic illusions.	**Desert**: while similar to Mist, these flames, while can be used to create normal realistic illusions, are better suited to creating horrifying realistic illusions.
Rain: Representing tranquility, these flames have a water-like property to them, and “relax” those burned by it.	**Iron:** The opposite of Rain, these flames have a ferromagnetic like property to them, and can induce “stress” those burned by it.
Cloud: Representing propagation, these flames can duplicate or increase the size of objects.	**Glacier:** While it doesn’t directly oppose its counterpart, the glacier flame can create and manipulate ice by freezing water.
Sun: Representing empowerment, these flames energize the target, and can be used to heal injuries.	**Forest:** These flames, more similar to vines than fire represent “nature” can be used to quickly grow and control plants, and will cut the target instead of burn.
Lightning: Another oddity for a flame, these flames behave as electricity, and can increase their hardness and sharpness.	**Mountain:** These flames can be used to control the inorganic properties of the earth around it, allowing the user to wittingly create traps and alter terrain.

Items

Drop-Ins Gain an additional 300cp for this section

General

- **(Free) Box Weapon:** While it doesn't appear until later in the story, box weapons still do play an important part. Box weapons are small finger-boxes that have a single personal-sized item (or animal) within, that when activated unleash the content of the box and apply your flame to it, granting said item with the related properties. You can, if you wish import an existing animal/item to said box. Additional purchases are 100cp each.
- **Rings:** The "key" to opening a box weapon, each ring can be ignited by only a single element, save for Sky and Earth being capable of opening any box in their respective domain. While these rings are not very strong in terms of the amount and quality of flame released, they cannot be broken from channeling your flame through them. You get a single ring for each different kind of flame you possess.

Drop-In

- 100cp **Money:** $250,000 USD in however form you want it!
- 200cp **Channels:** An interesting product of mafia invention, this item contains a series of 6 sets of fake animal teeth that when worn grant the user with properties relating to said animal.
- 400cp **10 Year Bazooka:** A specialty of the Bovino Family, this firearm actually does no damage. Instead of firing an explosive this bazooka sends out a projectile that transfers the target 10 years into the future for 5 minutes at a time, while sending the 10 year older self back into the past. This only works if the target will be alive, and in universe 10 years later.
- 600cp **Box Weapon Knowledge:** While you may or may not have the engineering skills and materials to craft them, this item is a crate containing instructions on how to create both standard box weapons and rings. There are also some detailed notes on creating more advanced forms of weaponry, but these are incomplete.

Hitman

- 100cp **Explosion!:** Grenades, molotovs, you name it. You gain a cabinet that never seems to run out of mundane explosives.
- 200cp **Signature Weapon:** Much like Reborn's Leon, or Tsuna's Natsu you too have an animal companion that can shapeshift into a weapon capable of handling your dying will flames. You can, if you wish to import an existing animal/weapon into this role.
- 400cp **Dying Will Bullets:** A crate that seems to never run out of dying will (and criticism shot) bullets. If you're a pansy then this contains dying will pills instead.
- 600cp **Sistema CAI:** A pricey item sure, but it is also very special. Sistema CAI is a combination of 5 box weapons, and 5 rings of differing flames that turns the user into a walking artillery platform. Purchasing this allows you to import 5 different items/animals to box weapons, with each one being able to hold the properties of ANY flame purchased instead of just one. Or you could just get a duplicate of the canon version. Grants a discount for additional flame purchases.

Boss

- 100cp **Stamp:** A box of otherwise mundane stickers, these items, when placed on something that is conductive to dying will flames can be used to “mark” an object with your dying will flame. These “stamped” objects cannot be forged by anyone. Said stamps cannot be removed without first extinguishing the flame.
- 200cp **Boss’s Wheels:** A high quality motorcycle or hoverbike that runs off of your dying will flames. For an additional 100cp you can import anything vehicle sized to this role instead.
- 400cp **Means of Production:** Because what kind of boss doesn’t have their own way of making money? Pick any one illicit (or immoral) trade, you now have a modestly sized “company” that produces products (or services) related to said trade, granting you with both social and monetary capital. If you have an existing company, you can instead add this on to that one, making it a more specialized division.
- 600cp **Dying Will Ore Vein:** Where the material that is used to create a ring is still unknown, this item adds on your warehouse a multitude of ores, each one corresponding to a specific dying will flame. To get a single S rank ring you’d need to wait about 10 years for enough high-quality material to accumulate.

Combat Unit

- 100cp **Mammon Cap:** A utility attachment for your dying will rings, this prevents your rings from giving off any sort of energy signature, from both yourself and the rings when worn.
- 200cp **Knives and Wires:** A collection of razor sharp wire and throwing knives, which can each be used by more than one flame. Additionally grants the skills needed to utilize the weapon properly.
- 400cp **Mosca:** A military project that was abandoned for its energy inefficiency, the Mosca is an advanced robot that contains a multitude of armaments and can carry out moderately complex commands without failure. Each purchase grants you with two Moscas. Alternatively you can purchase a single Mosca that has been fitted to work as a mecha/power armor.
- 600cp **Carnage Box:** A special box weapon that has been surgically implanted into you from someone 10 years in the future. What makes this box weapon different from the others is that it actually fuses the opener with the animal inside. Of course, yours can be special, allowing you to choose any non-sentient monster/creature you’ve encountered in the past.

Undiscounted

- 100 **Lifetime Supply of Goods:** Because what’s a mafia without spaghetti? By purchasing this item, you gain an infinite amount of pastas, wine, and other ‘fine’ Italian foods.
- 200 **Lambo-Fro:** The only other thing that the stupid cow-boy does well, you now have an afro (real or wig) that seems to function as a hammerspace bag with almost limitless storage. While you’ll almost never pull out the completely wrong tool for a job, finding exactly what you’re looking for gets harder as you store more items in it.
- 400 **Meron Base:** Invented in a joint effort by Spanner and Shoichi, this base is a massive skyscraper that you can arrange all interior parts of at will via a cube system

powered by your dying will flames. By purchasing this you also gain the schematics on how such a system could be built, and possibly convert existing structures to this system as well.

- 600 **Hell Ring:** While you could pick one of these up in jump, buying them here protects from from being lost, removes any drawbacks they may have, and allows them to use any one Dying Will Flame (instead of just Mist). Pick one from the list below.
    - **Ossa Impressione:** Containing an untold number of spirits, this ring can be used to do anything from creating illusions that behave like real people, make attacks phase right through you, and adorn you with a suit of skeletal armor that greatly increases the strength of you and your powers.
    - **Segno:** Manipulating one's own presence, while not actually changing it. This can be used to completely mask one's presence (in the form of one's energy), or 'throw' it so it appears to be somewhere completely different.
    - **666:** Grants the user with increased luck and fortune.
    - **Malocchio**: By igniting your flame through this ring you can have it 'glare' at an opponent, paralyzing them and slowly driving them insane for as long as you can keep it activated. In addition to this, the ring will attempt to devour whatever is paralyzed from it. While you gain nothing from this part, it's still pretty nifty.
    - **Sphere:** The final Hell Ring, this one will take the energy from your dying will flame, and 'possess' others belongings. The strength and duration of this vary depending on the willpower of both you and your opponent.

Companion Import:

Boss origin purchasing companion imports gain a bonus 200cp to the companion starting pool of points.

- 100cp/300cp **Basic:** Whether it's a brand new being, or an import, you can bring 1 or 8 of your companions into this jump with 600cp to spend.
- 500cp **The Whole Family:** Not satisfied with only 8 companions? With this you can choose to import all of your existing companions, with each one gaining 600cp that they can spend.
- 200cp **Canon Companion:** Hit it off with somebody here and want to take them along? By paying 200cp you can chose to take an existing character from the jump and take them along for the ride with you.

Drawbacks: Take as many as you'd like, just remember that you'll have a very tough time here if you take them all.

- 0cp **10 more years:** If you wish you could choose to stay here for 20 years instead of the default 10.
- 100cp **Plotbound:** While otherwise you'd be able to ignore the plot and live freely, you can instead have yourself become intertwined in the main plot.
- 100cp **Fran:** For the 10 years spent here you will have a massive, goofy hat on your head, removing it causes great stress and discomfort to you.
- 100cp **Sin Embodiment:** Wrath, lust, sloth, envy, greed, pride, or gluttony. For the remainder of this jump your personality embodies one of these traits.
- 200cp **Clumsy:** Just like the kind hearted Dino, you have a terrible sense of balance. This can manifest randomly, and at any time throughout the jump.
- 200cp **No-Good Tsuna:** You can't do it, you just can't! Or at least that's what you tell yourself. You now have self esteem so low that you prevent yourself from taking almost any risk for fear of failure. While this can eventually be overcome, it will be a long and arduous process.
- 300cp **Boss!:** While you may have been the boss of your story until now, taking this perks makes you a VERY subservient underling to one of your companions, risking your own life on almost any command they give. If you picked the Boss origin, then instead you are an overly sympathetic boss who puts the needs of your family much higher than your own.
- 300cp **Gotta Make Do:** Your warehouse, and by extension everything in it is now off-limits for this jump.
- 300cp **A Deal Gone Wrong:** You were in the mob yeah, but your so called "family" never treated you like their own, making you an outcast. Unfortunately you left said "family" in a way that greatly pissed off the boss, who now sends occasional hit-squads after you. Each time a squad is sent their power grows to some degree, to the point that your final confrontation with them would put them a severe threat.
- 600cp **Vindicated:** At some point in time you had violated an oath you had made to a mafia higher-up, and as a result have earned the ire of the Vindice. The vindice are supernaturally strong and powerful, and have the means to disable most powers related to willpower. If you are captured, and unable to escape for more than a year then you will have failed the jump.
- 600cp **Channeled:** The good news is you've got the item **Channels** for free, the bad news all of your powers and abilities (save for body mod) from outside this jump are locked into different channels, with each one corresponding to a single power you have. This goes without saying you can only equip one Channel at a time. No, you cannot take these 'special' Channels outside this jump.
- 600cp **Arcobaleno:** Maybe the Man in the Iron Hat thought you'd serve as a good conduit for the Tri-Ni-Set, or just a bored benefactor wanted to see you struggle more. Either way, your body is reverted to a 5-year old version of itself, resulting in ALL of your powers, strengths, and anything sans for intelligence being drastically reduced. For an

additional 200cp there can be a special set of Tri-Ni-Set radiation in the air in certain areas that will weaken you (to the point of death should you not leave).

Scenarios: These are to be taken before or after your 'true' jump, as in you would go through the jump normally once, and then another time for the scenario(s). While failing a scenario will not count as a loss-condition for your chain, you are unable to use any outside powers or items from outside this jump other than bodymod.

- **10th Generation Mafia Boss:** Throughout the series Tsuna had been very opposed to being the next mafia boss, even in the end he was resolute on not taking up the mantle that had been thrusted before him. If you can somehow convince (read no mind-control) Tsuna to become a mafia boss and lead his, and his affiliated gangs then you will be rewarded. The reward for this isn't a power, but a favor from his home tutor. Twice per jump, by shouting the phrase "**Present Please**" you can summon an adult Reborn to you in combat. While this may not seem like much, he was labeled as 'The Strongest Mafioso' and was chosen as the Sun Arcobaleno as well, making him a great threat to most enemies.
- **Down:** Sometime in the far distant future you get involved with the mafia and have children in this world, eventually you pass on on, and some time after that you have a 10th generational descendant who doesn't want to continue the family business. This child, while sharing a good number of similarities with you and having potential is 1. Unambitious with no visible goal in life, and 2. Is incredibly weak. Here's where you come in. Throughout the generations a special ring has been passed down through your descendants, eventually winding up in the hands of your 10th generation descendant. And as you must have guessed, said child has wound up with the ring in hand. It is your goal to 1. Help this child find a calling in life (hopefully similar to your own) and be one of the best at it, and 2. Make them grow their own strength. If you can achieve both of these goals you will be given two gifts. The first one is that you can take your child with you as a companion of future jumps. They have 700cp to spend, and 3 or less of ANY flame you possess. The second reward is that you gain a jumpchain variant of the Vongola Rings. While their secondary feature of communicating to your descendants cannot help you, they are tied with the Mare Rings and Arcobaleno Pacifiers as being the best Dying Will Flame conductors in the series.
- **Across:** Something went wrong in your travelling to this universe. Instead of being united with your companions you're all separated instead, as in across timelines. If you can find a way to reunite yourself with 8 of your companions (if you had more, count yourself in luck. If you have less than 8 companions, then you gain a free creation of however many you are missing with 600cp to spend). If you manage to reunite with your companions within 20 years then you will be given with the Mare Rings. While being some of the best Dying Will Rings in their own right they also grant whoever possess it the ability of '**Insight**'. Once per day you may enter a state where you become immobile and otherwise defenseless, but can communicate with an alternate universe version of yourself for about 2 hours. While in this state you have no senses of the outside world, and must rely on others for your protection.

- **Point:** Somehow, someway both you and 6-14 (depending on how many you imported and wish for this to apply to) of your companions have turned into 5 year-olds. The good news is that you'll eventually grow out of it, the bad news is that for 10 years you'll have to stop thieves who, for some odd reason wish to steal your pacifiers. If everyone who started with a pacifier has it by the end of the 10 years, then you (and all companions who participated in this event) will gain two rewards. The first reward is that each pacifier will attune itself to whoever carried it, being an expert conduit for any one Dying Will Flame that is possessed, while the second reward is access to your **Arcobaleno Form**. what this form does, other than reverting your apparent age to a 5 year-old chibi version of yourself, is place ½ your overall skills and powers relating to offense, and allocating them to defense instead.
- **Tri-Ni-Set:** By completing Point, Across, and Down you have fulfilled the conditions for the this scenario. In addition to giving you a plaque containing a replica (as in they won't work) of the original Tri-Ni-Set, you also gain additional mastery over your flames, shown by an extra 600cp to spend on **Perks.**
- **Vendicare:** A drop-off from how the other scenarios played out, this one is a bit different. Your goal is to, within 1 year of the series end capture (and successfully hold) all members of the Kokyou gang, and make the Vendicare prison reach max capacity. Be advised though, as this prison will only take in the worst and strongest of criminals. If you can achieve this goal and have a 0 escape record for at least a year than you gain two rewards. The first on is **The Chains of Vindice:** A set of chains that you can summon and control at will. While not only being an excellent conduit for Dying Will Flames, they also seems to paralyze those bound by them, and can detonate themselves as well. The second reward is the Vendicare Prison itself. While not only being a massive, hidden prison, it also comes stocked with several Vindice. While these Vindice will never intentionally kill anyone and will not leave the grounds of the prison, they make excellent guards, and will follow any order that you may give them (with respect to the above of course)

Options:

- **Go Home**
- **Stay Here**
- **Move On**

Notes

- **Flames of Wrath** is a perk that functions similarly to the existing Flames of Wrath in the series. While the flames of wrath in the series is a mutant who is capable of ONLY producing his Storm-Sky hybrid, purchasing the perk allows you to create other things like Mist-Sun or Forest-Cloud.
    - While there are no canon examples of them in the series, a possible combination of Swamp-Storm might make the flames 'delete' those burned, or Cloud-Sky making a choking inferno that only grows as people attempt to snuff it out.

- For the Scenarios **Down** and **Across**, you get 7 Dying Will Rings per completion, and unlike the ones in the canon these can be used for any one dying will flame.
- Anything purchased here, if destroyed or lost will respawn in the warehouse within a day.
- The **Vendicare** scenario is harder than it looks, one of the members of the Kokyou gang manages to escape the Vendicare prison semi-frequently using his illusions.
- The **Six Powers** is the Six Paths of Reincarnation from the series, with a better description of the power being as followed.
    - **The Realm of Hell:** Create and manifest real illusions in the physical world. This is essentially a form of reality warping that first requires the illusion to be real before it can manifest.
    - **The Realm of Hungry Ghosts:** Copy and mimic the skills of others. This requires you to first possess whoevers skill you wish to copy first.
    - **The Realm of Beasts:** Summon and control snakes, dogs, and other kinds of "pests".
    - **The Realm of Demons:** Greatly increases your combat capabilities.
    - **The Realm of Humans:** Greatly increases your physical strengths.
    - **The Realm of Heavens:** This power works in one of two ways, the first way is that it allows you to possess another person's body, while the second way allows you to project your body as a real illusion (think of astrally projecting but you have a physical form).
- Most people are unable to ignite their dying will flame without a matching ring. In addition high-level rings will actually amplify the strength of your flames.
- The only way to fuse flames is buying the perk "**Flames of Wrath**".
- Regarding "**Ambush and Defense**", this only works if there is a chance of victory against an opponent, this perk won't help if your enemy has a massive power advantage over you.
- Most people means most people, certain people can still see through your disguises (ie people like Tsuna).
- Personal-sized means that it is the size of a sword, gun, armor, etc. Anything larger than a car is not personal sized. If you can reasonably argue that your weapon is 'small enough' then it probably is, just don't argue a mech in there.
- Yes, you could always steal one/all of the hell rings, but their innate drawbacks still persist unless you have a way to prevent them.
- The Tri-Ni set only has special properties in this world.

Changelog

- Added the description of **The Six Powers** in the Notes section
- Buffed **Vongola Intuition**
- Described the purpose of rings in the Notes
- V1.15
- Made drawbacks play together a little better.
- Added a secret option

- V1.16
- Clarified the perk **Allegiance** better
- Added Undiscounted perks and items
- V1.17
- Edited Poison Cooking
- Re-named the undiscounted 600cp perk for clarity
- Re-worked the iron flame to be more different from sun
- V1.18
- Removed **I Did It For The Points**
- V1.19
- Added several scenarios
- Clarified what the Flames of Wrath does in the Notes section
- V1.20
- Fixed the description for **Scenarios**, and corrected some grammatical mistakes.
- Buffed Mosca
- V1.21
- Changed the **Arcobaleno** drawback and added a new drawback.